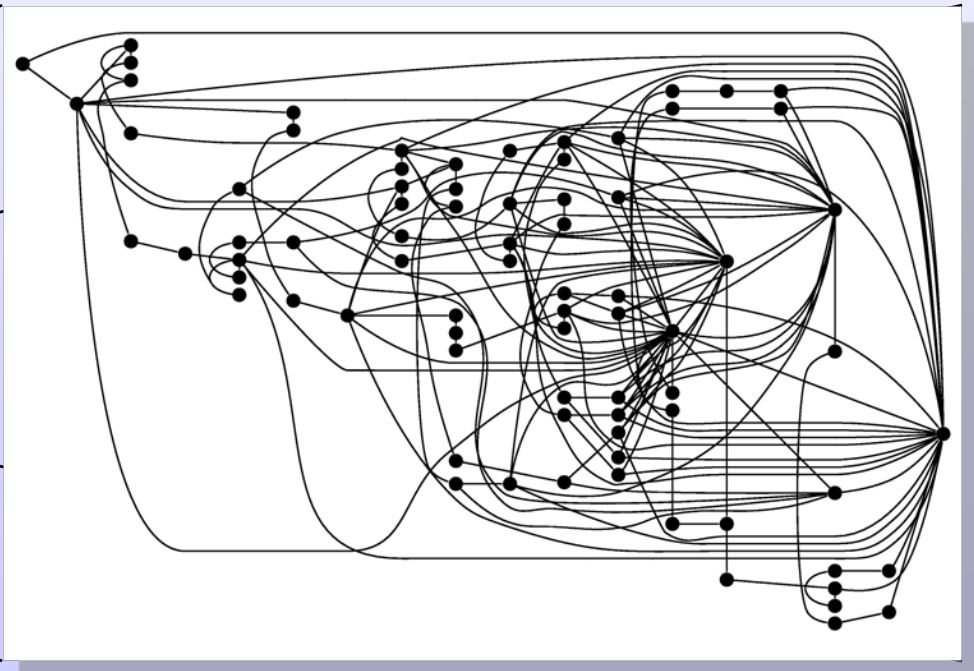
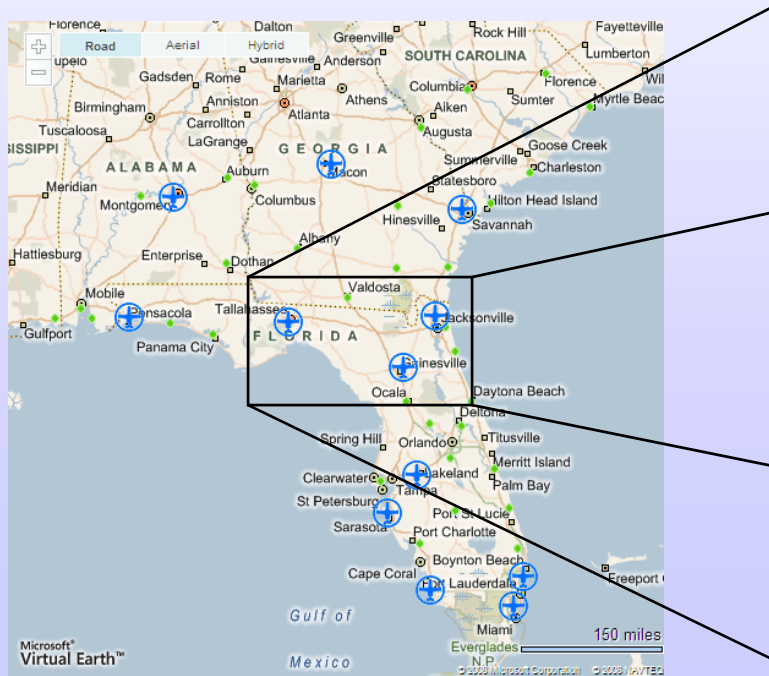


# Shortest-Path Based Column Generation on Extremely Large Networks with Many Resource Constraints

Faramroze G. Engineer,  
George L. Nemhauser and Martin W.P. Savelsbergh

H. Milton Stewart School of Industrial and Systems Engineering  
Georgia Institute of Technology

***Column Generation, 2008***



- RCSPP preliminaries:
  - problem description and
  - standard DP techniques.
- Strengthening of dominance criteria using **support** structures.
- An arc-based relaxation of RCSPP.
- An iterative **relaxation + bounding** scheme.
- **Preprocessing** by aggregation.
- Computational results on networks  $> 10^6$  nodes, arcs and resource constraints.

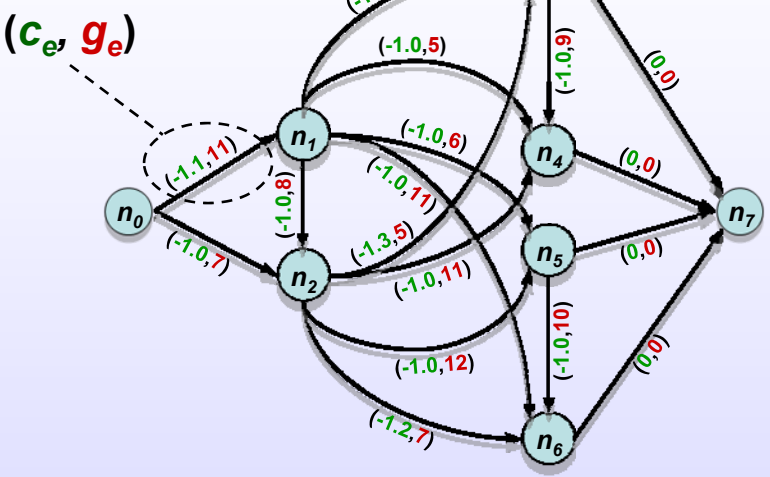
Given network  $\mathcal{N} = (N, A)$ , where :

- $n^s$  and  $n^t$  are the source and sink nodes respectively,
- $c_e$  – cost of traversing arc  $e$ ,
- $g_e^k$  – non - negative integer amount of resource  $k \in \{1, \dots, K\}$  consumed when traversing arc  $e$ , and
- $b^k$  – amount of resource  $k$  that is available,

find  $P^*$  s.t.

$$P^* \in \operatorname{argmin} \left\{ c(P) = \sum_{e \in A(P)} c_e : \begin{array}{l} P \text{ is a path from } n^s \text{ to } n^t, \text{ and} \\ g^k(P) = \sum_{e \in A(P)} g_e^k \leq b^k, \forall k \in \{1, \dots, K\} \end{array} \right\}$$

**Example:** Find shortest path from  $n_0$  to  $n_7$  that does not exceed 40 units of resource consumption:



## The DP algorithm

Enumerate possible paths in a tree search while checking for:

1. **FEASIBILITY**, and
2. **DOMINANCE**.

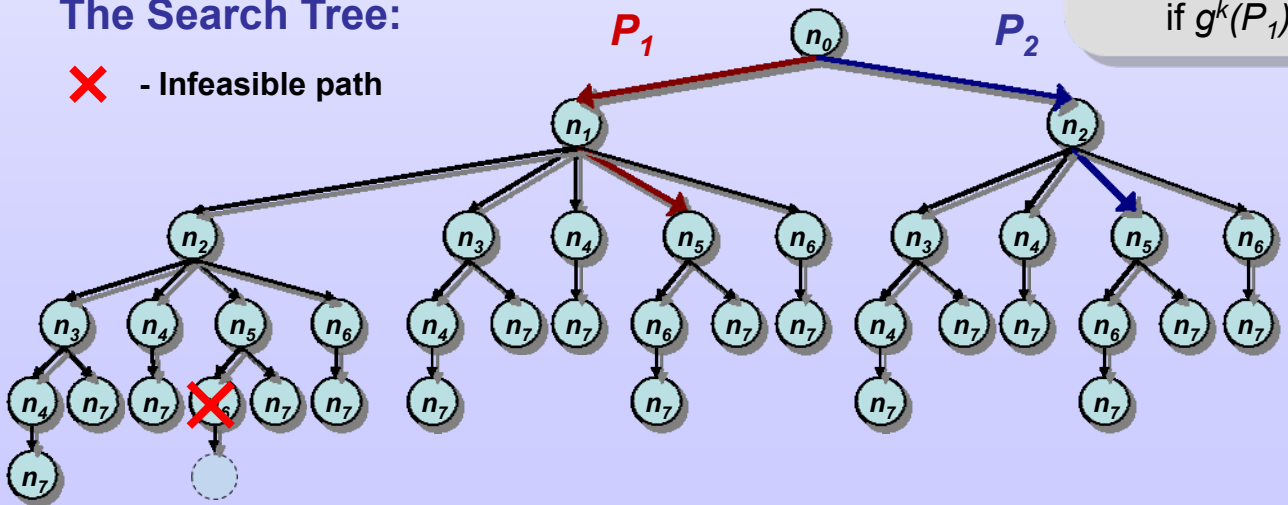
## Dominance

Given feasible paths  $P_1$  and  $P_2$  from source to node  $n$ ,  $P_1$  dominates  $P_2$  if:

1.  $c(P_1) \leq c(P_2)$ , and
2. any feasible extension of  $P_2$  to the sink is also feasible for  $P_1$ . Typically recognized if  $g^k(P_1) \leq g^k(P_2)$  for all  $k = 1, \dots, K$ .

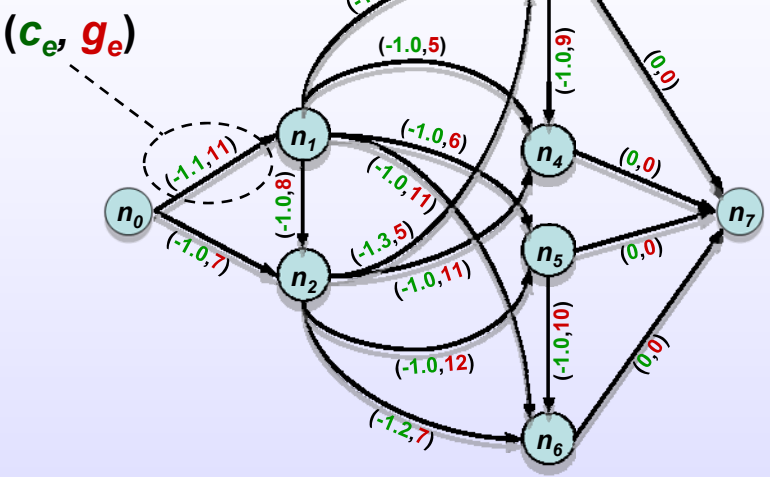
## The Search Tree:

**X** - Infeasible path



$P_1 = (n_0, n_1, n_5)$   
 $c(P_1) = -2.1$  and  $g(P_1) = 17$   
 $P_2 = (n_0, n_2, n_5)$   
 $c(P_2) = -2.0$  and  $g(P_2) = 19$   
 $\Rightarrow P_1$  dominates  $P_2$

**Example:** Find shortest path from  $n_0$  to  $n_7$  that does not exceed 40 units of resource consumption:



## The DP algorithm

Enumerate possible paths in a tree search while checking for:

1. **FEASIBILITY**, and
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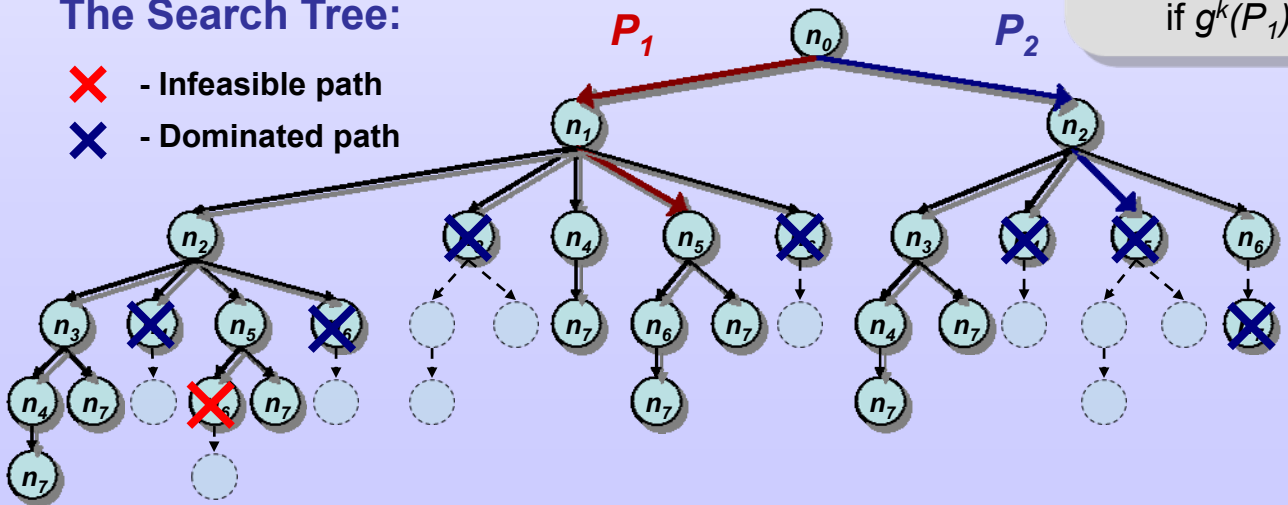
## Dominance

Given feasible paths  $P_1$  and  $P_2$  from source to node  $n$ ,  $P_1$  dominates  $P_2$  if:

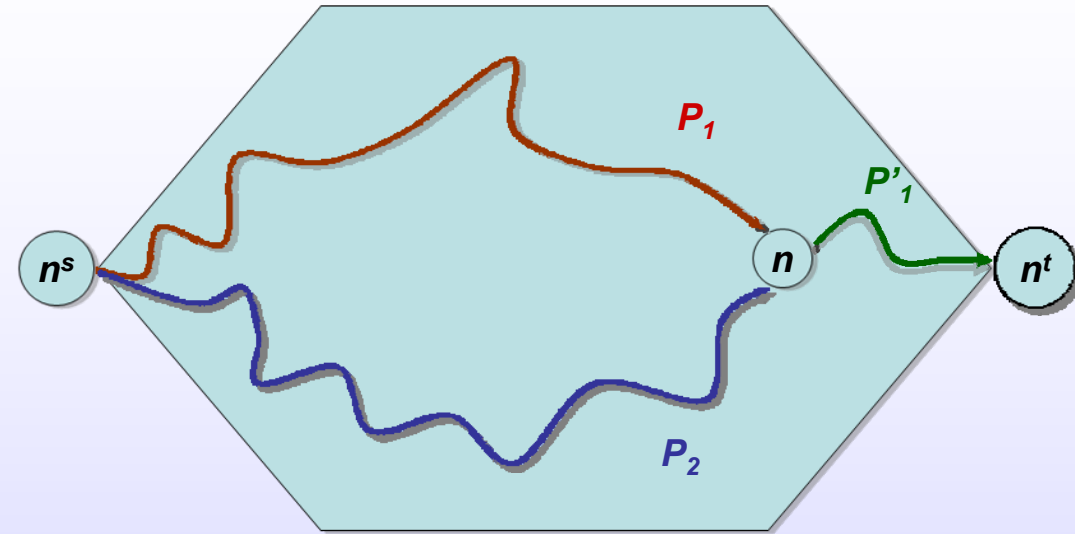
1.  $c(P_1) \leq c(P_2)$ , and
2. any feasible extension of  $P_2$  to the sink is also feasible for  $P_1$ . Typically recognized if  $g^k(P_1) \leq g^k(P_2)$  for all  $k = 1, \dots, K$ .

## The Search Tree:

- ✗ - Infeasible path
- ✘ - Dominated path



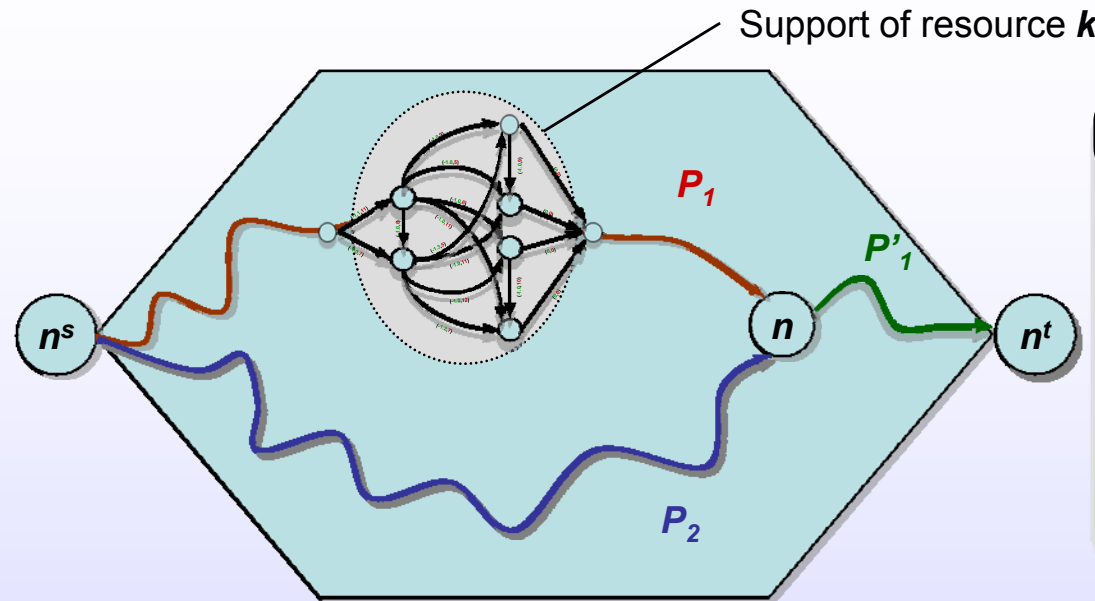
$P_1 = (n_0, n_1, n_5)$   
 $c(P_1) = -2.1$  and  $g(P_1) = 17$   
 $P_2 = (n_0, n_2, n_5)$   
 $c(P_2) = -2.0$  and  $g(P_2) = 19$   
 $\Rightarrow P_1$  dominates  $P_2$



If  $c(P_1) < c(P_2)$  but  $g^k(P_1) > g^k(P_2)$ , then we cannot say  $P_1$  dominates  $P_2$ .

However, if  $g^k(P_1) + g^k(P'_1) \leq b^k$  for all  $P'_1$  from  $n$  to the sink, then we do not need to check dominance with respect to resource  $k$ .





## Support of resource $k$

$N^k \subseteq N$  is a support of resource  $k$  if it contains all nodes  $n \in N$  for which there exists path  $P_1$  from source to node  $n$  and  $P'_1$  from  $n$  to sink with:

1.  $g^k(P_1) + g^k(P'_1) > b^k$
2.  $g^k(P_1) > 0$ , and
3.  $g^k(P'_1) > 0$ .

If  $c(P_1) < c(P_2)$  but  $g^k(P_1) > g^k(P_2)$ , then we cannot say  $P_1$  dominates  $P_2$ .

However, if  $g^k(P_1) + g^k(P'_1) \leq b^k$  for all  $P'_1$  from  $n$  to the sink, then we do not need to check dominance with respect to resource  $k$ .

## Strengthened Dominance

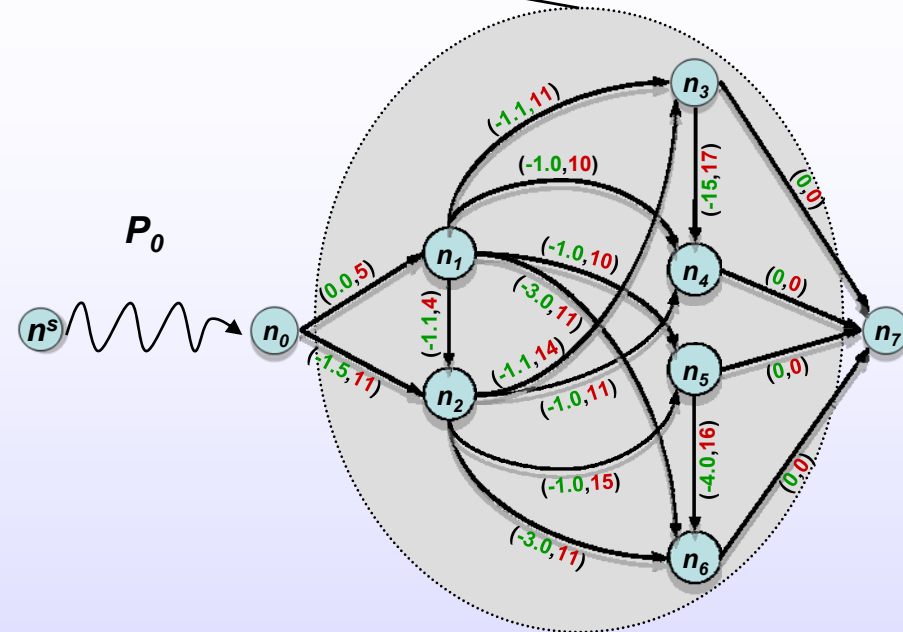
Given feasible paths  $P_1$  and  $P_2$  from source to node  $n$ ,  $P_1$  dominates  $P_2$  whenever:

1.  $c(P_1) \leq c(P_2)$ , and
2.  $g^k(P_1) \leq g^k(P_2)$  for all  $k = 1, \dots, K$  s.t.  $n \in N^k$ .



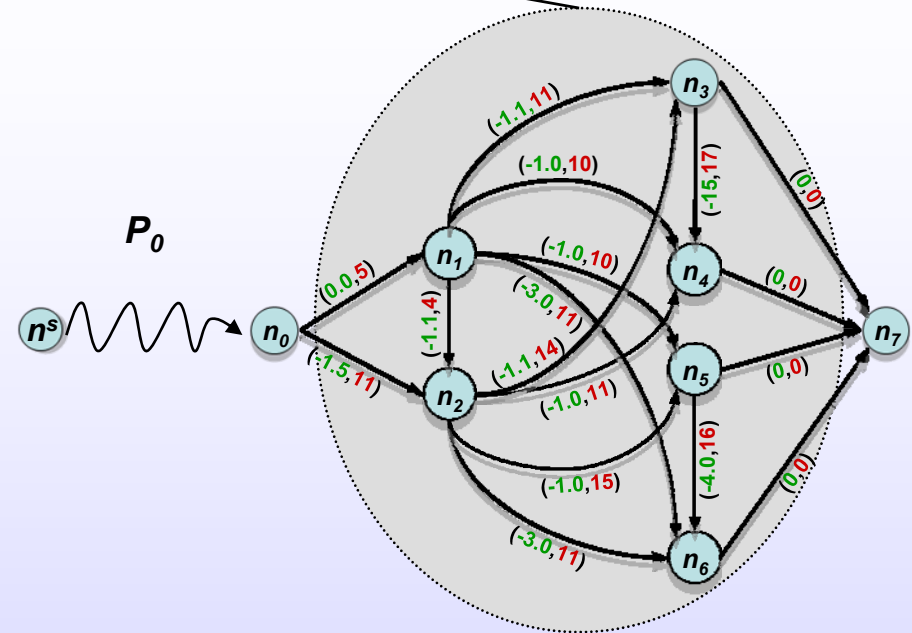
# An Arc-Based Relaxation

Support of resource  $k$



path $P$	$c(P)$	$g^k(P)$
$(P_0, n_1)$	0.0	5
$(P_0, n_2)$	-1.5	11
$(P_0, n_1, n_2)$	-1.1	9
$(P_0, n_1, n_3)$	-1.1	16
$(P_0, n_2, n_3)$	-2.6	25
$(P_0, n_1, n_2, n_3)$	-2.2	23
$(P_0, n_1, n_4)$	-1.0	15
$(P_0, n_2, n_4)$	-2.5	22
$(P_0, n_1, n_2, n_4)$	-2.1	20
$(P_0, n_1, n_3, n_4)$	-2.6	33
$(P_0, n_2, n_3, n_4)$	-4.1	42 <del>X</del>
$(P_0, n_1, n_2, n_3, n_4)$	-3.7	40
$(P_0, n_1, n_5)$	-1.0	15
$(P_0, n_2, n_5)$	-2.5	26
$(P_0, n_1, n_2, n_5)$	-2.1	24
$(P_0, n_1, n_6)$	-3.0	16
$(P_0, n_2, n_6)$	-4.5	22
$(P_0, n_1, n_2, n_6)$	-4.1	20
$(P_0, n_1, n_5, n_6)$	-5.0	31
$(P_0, n_2, n_5, n_6)$	-6.5	42 <del>X</del>
$(P_0, n_1, n_2, n_5, n_6)$	-6.1	40
No. of feasible states ( $b^k = 40$ )		19
No. of non-dominated paths		19

Support of resource  $k$



path $P$	$c(P)$	$g^k(P)$	$S_5(g^k(P))$
$(P_0, n_1)$	0.0	5	5
$(P_0, n_2)$	-1.5	11	10
$(P_0, n_1, n_2)$	-1.1	9	5
$(P_0, n_1, n_3)$	-1.1	16	15 <del>X</del>
$(P_0, n_2, n_3)$	-2.6	25	20
$(P_0, n_1, n_2, n_3)$	-2.2	23	15
$(P_0, n_1, n_4)$	-1.0	15	15 <del>X</del>
$(P_0, n_2, n_4)$	-2.5	22	20
$(P_0, n_1, n_2, n_4)$	-2.1	20	15
$(P_0, n_1, n_3, n_4)$	-2.6	33	30 <del>X</del>
$(P_0, n_2, n_3, n_4)$	-4.1	42 <del>X</del>	35
$(P_0, n_1, n_2, n_3, n_4)$	-3.7	40	30
$(P_0, n_1, n_5)$	-1.0	15	15
$(P_0, n_2, n_5)$	-2.5	26	25
$(P_0, n_1, n_2, n_5)$	-2.1	24	20
$(P_0, n_1, n_6)$	-3.0	16	15 <del>X</del>
$(P_0, n_2, n_6)$	-4.5	22	20
$(P_0, n_1, n_2, n_6)$	-4.1	20	15
$(P_0, n_1, n_5, n_6)$	-5.0	31	30
$(P_0, n_2, n_5, n_6)$	-6.5	42 <del>X</del>	40
$(P_0, n_1, n_2, n_5, n_6)$	-6.1	40	35
No. of feasible states ( $b^k = 40$ )		19	17
No. of non-dominated paths		19	17

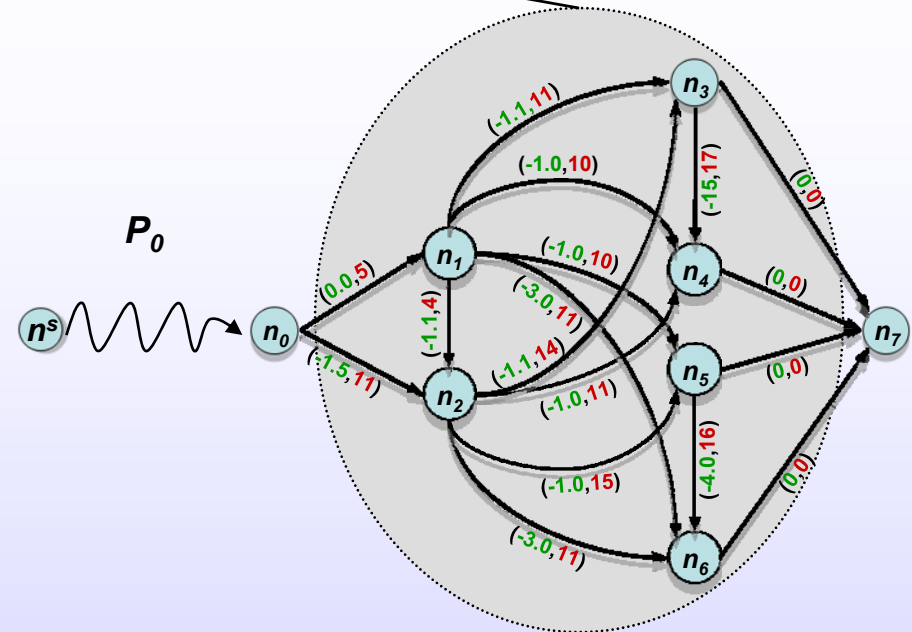
Uniform scaling of resource consumption:

$\gamma$  - positive integer

$$S_\gamma(g_e^k) = \left\lfloor \frac{g_e^k}{\gamma} \right\rfloor \times \gamma$$

$$S_\gamma(g^k(P)) = \sum_{e \in A(P)} S_\gamma(g_e^k)$$

Support of resource  $k$



path $P$	$c(P)$	$g^k(P)$	$S_2(g^k(P))$
$(P_0, n_1)$	0.0	5	4
$(P_0, n_2)$	-1.5	11	10
$(P_0, n_1, n_2)$	-1.1	9	8
$(P_0, n_1, n_3)$	-1.1	16	14
$(P_0, n_2, n_3)$	-2.6	25	24
$(P_0, n_1, n_2, n_3)$	-2.2	23	22
$(P_0, n_1, n_4)$	-1.0	15	14
$(P_0, n_2, n_4)$	-2.5	22	20
$(P_0, n_1, n_2, n_4)$	-2.1	20	18
$(P_0, n_1, n_3, n_4)$	-2.6	33	30
$(P_0, n_2, n_3, n_4)$	-4.1	42 <del>X</del>	40
$(P_0, n_1, n_2, n_3, n_4)$	-3.7	40	38
$(P_0, n_1, n_5)$	-1.0	15	14
$(P_0, n_2, n_5)$	-2.5	26	24
$(P_0, n_1, n_2, n_5)$	-2.1	24	22
$(P_0, n_1, n_6)$	-3.0	16	14
$(P_0, n_2, n_6)$	-4.5	22	20
$(P_0, n_1, n_2, n_6)$	-4.1	20	18
$(P_0, n_1, n_5, n_6)$	-5.0	31	30
$(P_0, n_2, n_5, n_6)$	-6.5	42 <del>X</del>	40
$(P_0, n_1, n_2, n_5, n_6)$	-6.1	40	38
No. of feasible states ( $b^k = 40$ )		19	21
No. of non-dominated paths		19	21

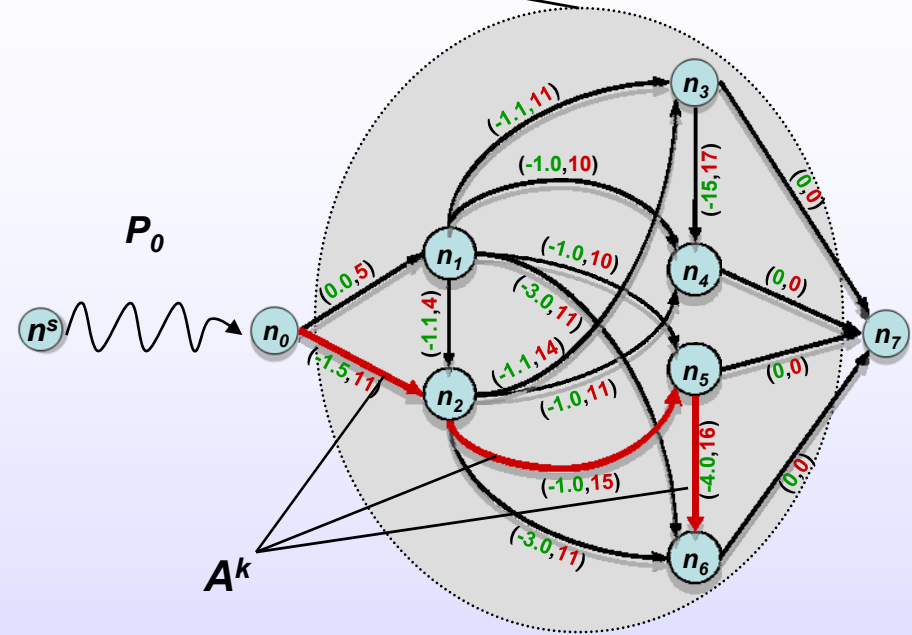
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Support of resource  $k$



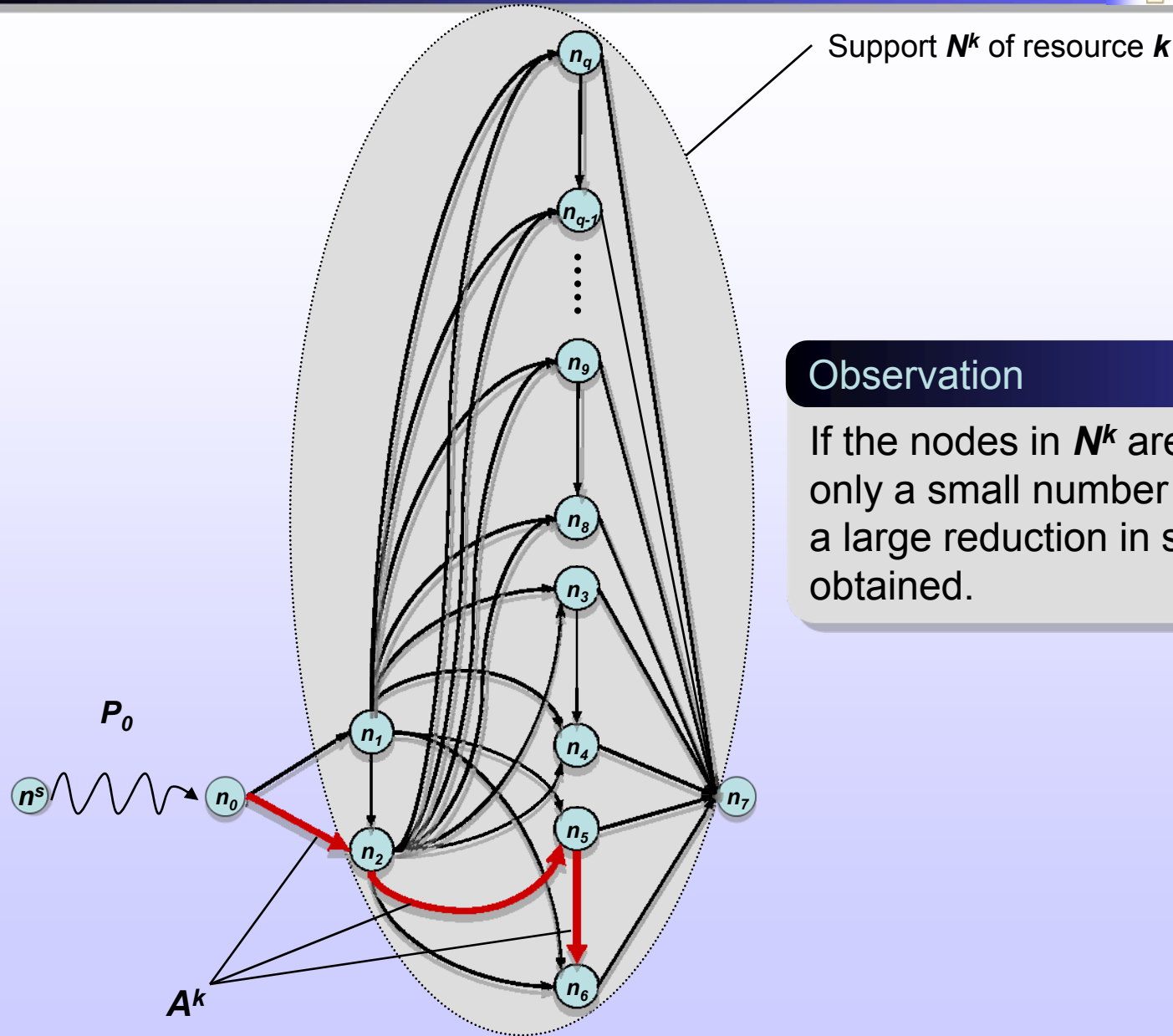
path $P$	$c(P)$	$g^k(P)$	$S_2(g^k(P))$	$F_{A^k}(g^k(P))$
$(P_0, n_1)$	0.0	5	4	0
$(P_0, n_2)$	-1.5	11	10	10
$(P_0, n_1, n_2)$	-1.1	9	8	0
$(P_0, n_1, n_3)$	-1.1	16	14	0 <del>X</del>
$(P_0, n_2, n_3)$	-2.6	25	24	11
$(P_0, n_1, n_2, n_3)$	-2.2	23	22	0
$(P_0, n_1, n_4)$	-1.0	15	14	0 <del>X</del>
$(P_0, n_2, n_4)$	-2.5	22	20	11 <del>X</del>
$(P_0, n_1, n_2, n_4)$	-2.1	20	18	0 <del>X</del>
$(P_0, n_1, n_3, n_4)$	-2.6	33	30	0 <del>X</del>
$(P_0, n_2, n_3, n_4)$	-4.1	42 <del>X</del>	40	11
$(P_0, n_1, n_2, n_3, n_4)$	-3.7	40	38	0
$(P_0, n_1, n_5)$	-1.0	15	14	0
$(P_0, n_2, n_5)$	-2.5	26	24	26
$(P_0, n_1, n_2, n_5)$	-2.1	24	22	15
$(P_0, n_1, n_6)$	-3.0	16	14	0 <del>X</del>
$(P_0, n_2, n_6)$	-4.5	22	20	11
$(P_0, n_1, n_2, n_6)$	-4.1	20	18	0
$(P_0, n_1, n_5, n_6)$	-5.0	31	30	16
$(P_0, n_2, n_5, n_6)$	-6.5	42 <del>X</del>	40	42 <del>X</del>
$(P_0, n_1, n_2, n_5, n_6)$	-6.1	40	38	31
No. of feasible states ( $b^k = 40$ )		19	21	14
No. of non-dominated paths		19	21	14

An arc based relaxation of resource consumption:

$A^k$  - subset of arcs

$$F_{A^k}(g_e^k) = \begin{cases} g_e^k & \text{if } e \in A^k \\ 0 & \text{otherwise} \end{cases}$$

$$F_{A^k}(g^k(P)) = \sum_{e \in A(P)} F_{A^k}(g_e^k)$$



**Observation**

If the nodes in  $N^k$  are reachable from only a small number of arcs in  $A^k$ , then a large reduction in state-space can be obtained.

## An iterative relaxation based search procedure

**Input:** Network  $\mathcal{N} = (N, A)$ , source  $n^s$ , and sink  $n^t$ ;  
 $c_e$  for all  $e \in A$  and  $g_e^k$  for all  $e \in A$  and  $k \in \{1, \dots, K\}$ ;

**Initialize:**  $UB \leftarrow \infty$  and  $LB \leftarrow \infty$ ;  
 $A^k \leftarrow \{\emptyset\}$  for all  $k \in \{1, \dots, K\}$ ;

```
1  while  $UB - LB > \varepsilon$ 
2     $(P^*, UB) = \mathbf{DP}(\mathcal{N}, A^1, \dots, A^K)$ 
3     $LB \leftarrow c(P^*)$ 
4    if  $P^*$  is infeasible then
5      add arcs to  $A^k$  for one or more  $k$  so that  $P^*$  is no
      longer feasible in relaxation
6    end
7  end
```

**Output:**  $P^*$

Ignore all resource consumption.

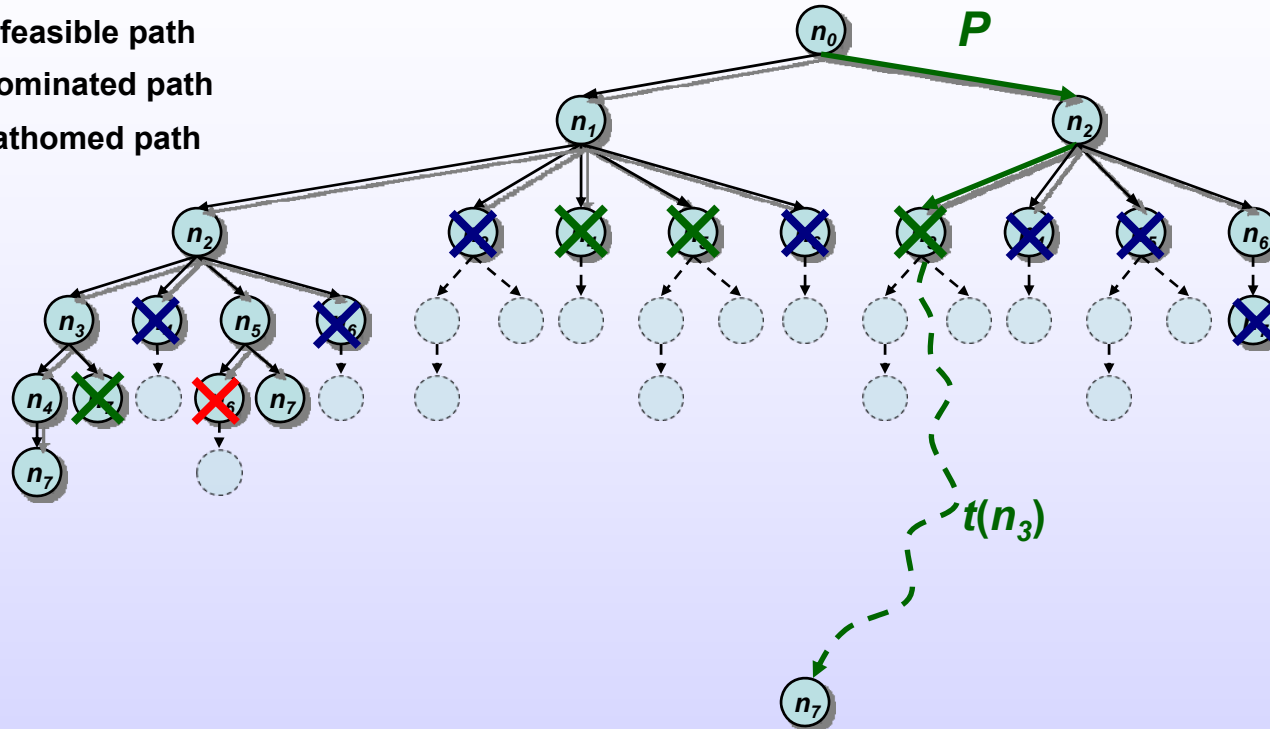
Run DP to find min-cost path from source to sink when only keeping track of resource  $k$  on arcs in  $A^k$  for each  $k \in \{1, \dots, K\}$ .

Update  $LB$ .

Refine relaxation by adding arcs to  $A^k$  for one or more  $k$ .

## The Search Tree:

- ✗ - Infeasible path
- ✘ - Dominated path
- ✕ - Fathomed path



Let  $t(n)$  be a lower-bound on the cost of a min-cost path from  $n$  to the sink.

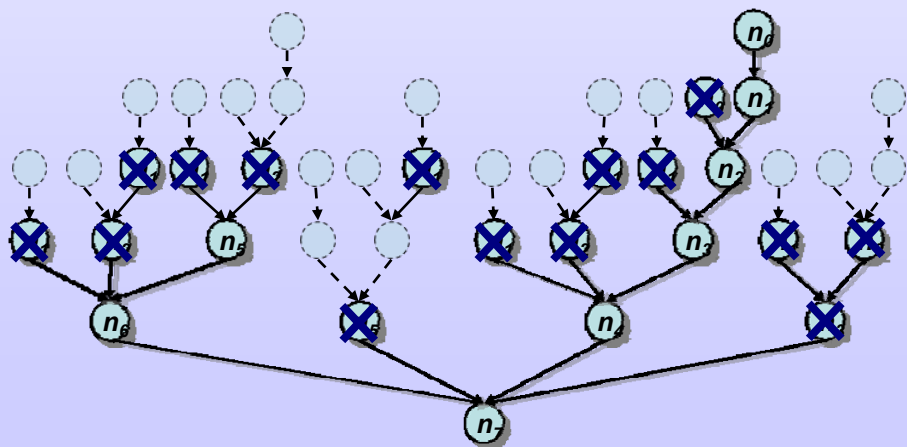
$\Rightarrow$  If  $c(P) + t(n_3) > UB$ , then  $P$  can be discarded (i.e. search fathomed at  $P$ )

Q: How to compute  $t(n)$  for each  $n$ ?

A: Bounds obtained for FREE as a natural byproduct of relaxation scheme and alternating search directions.



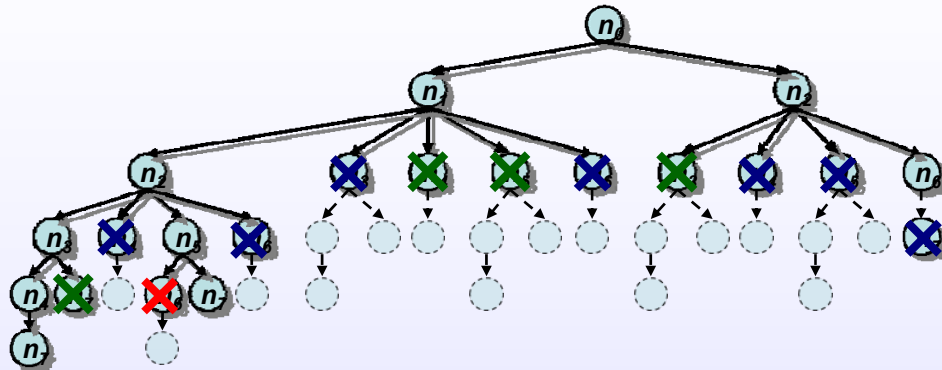
## The Backward Search Tree:



$$t(n) = \min \left\{ c(P) : \begin{array}{l} P \text{ is a non-dominated path} \\ \text{from } n \text{ to sink.} \end{array} \right\}$$

**$t(n)$  is a valid bound for pruning search from source to sink.**

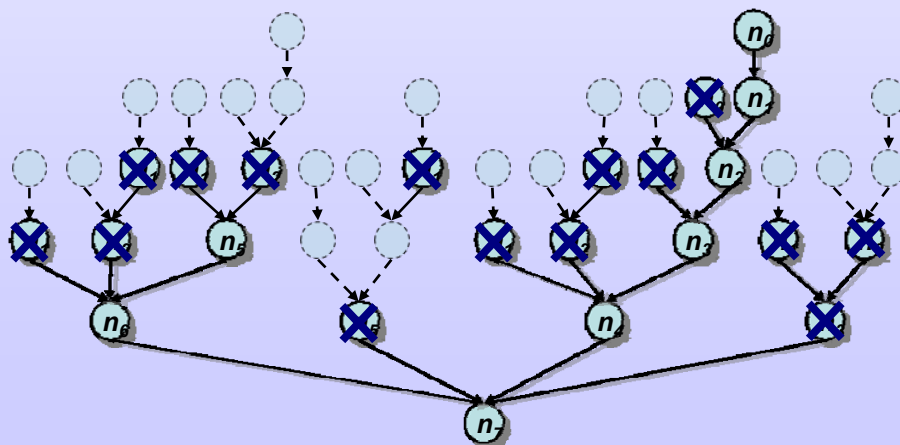
## The Forward Search Tree:



$$s(n) = \min \left\{ c(P) : \begin{array}{l} P \text{ is a non-dominated path} \\ \text{from source to } n. \end{array} \right\}$$

$s(n)$  is a valid bound for pruning search from sink to source.

## The Backward Search Tree:



$$t(n) = \min \left\{ c(P) : \begin{array}{l} P \text{ is a non-dominated path} \\ \text{from } n \text{ to sink.} \end{array} \right\}$$

$t(n)$  is a valid bound for pruning search from source to sink.

## An iterative relaxation + bounding search procedure

**Input :** Network  $\mathcal{N} = (N, A)$ , source  $n^s$ , and sink  $n^t$ ;

$c_e$  for all  $e \in A$  and  $g_e^k$  for all  $e \in A$  and  $k \in \{1, \dots, K\}$ ;

**Initialize :**  $UB \leftarrow \infty$  and  $LB \leftarrow \infty$ ;

$A^k \leftarrow \{\emptyset\}$  for all  $k \in \{1, \dots, K\}$ ;

$s(n) \leftarrow -\infty$  and  $t(n) \leftarrow -\infty$  for all  $n \in N \setminus \{n^s, n^t\}$ ;

$s(n^s) \leftarrow 0$  and  $t(n^t) \leftarrow 0$ ;

1 **while**  $UB - LB > \varepsilon$

2 **if** pass is even **then**

3  $(P^*, UB, s(n) \forall n \in N) = \mathbf{FwdDP}(\mathcal{N}, A^1, \dots, A^K, t(n) \forall n \in N)$

4 **else**

5  $(P^*, UB, t(n) \forall n \in N) = \mathbf{BwdDP}(\mathcal{N}, A^1, \dots, A^K, s(n) \forall n \in N)$

6 **end**

7  $LB \leftarrow c(P^*)$

8 **if**  $P^*$  is infeasible **then**

9 add arcs to  $A^k$  for one or more  $k$  so that  $P^*$  is no longer feasible in relaxation

10 **end**

11 **end**

**Output :**  $P^*$

Ignore all resource consumption.

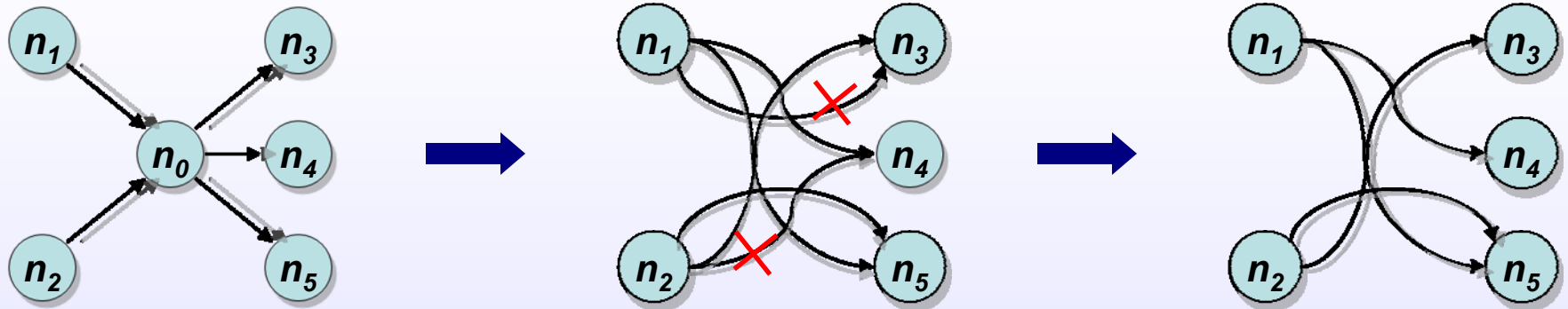
Initialize bounds for fathoming.

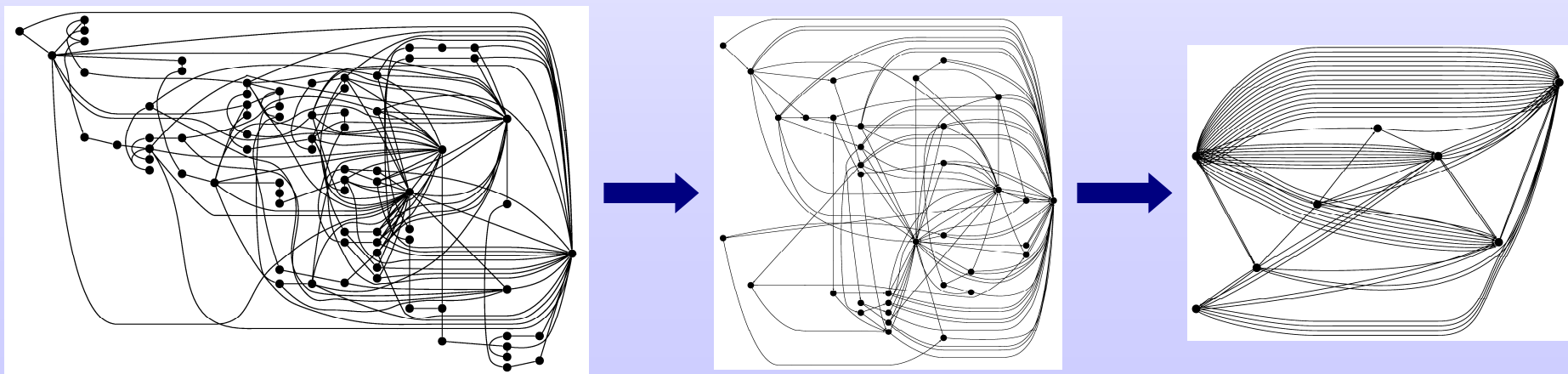
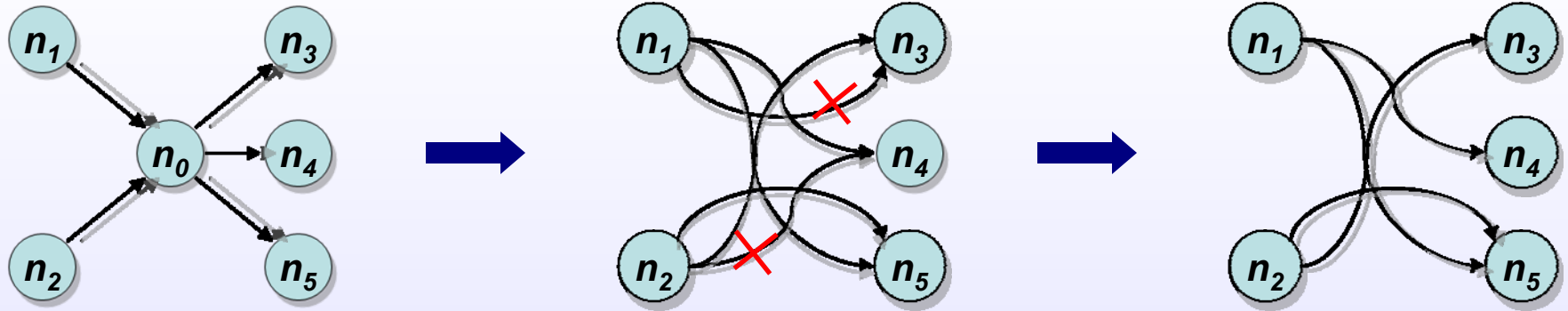
Alternate between Forward and Backward searches only keeping track of resource  $k$  on arcs in  $A^k$  for each  $k \in \{1, \dots, K\}$ .

Update bounds for fathoming.

Update  $LB$ .

Refine relaxation by adding arcs to  $A^k$  for one or more  $k$ .





# Impact of Aggregation on Network

no. of nodes

min, max, and average size of supports

No. Jets	No. Ports	No. Reqs	Agg.	no. of nodes		K (x10 <sup>6</sup> )	min, max, and average size of supports		
				N  (x10 <sup>6</sup> )	A  (x10 <sup>6</sup> )		min(N <sup>k</sup> ) )	max(N <sup>k</sup> ) ) (x10 <sup>6</sup> )	avg(N <sup>k</sup> )
10	15	60	No	0.22	0.37	0.24	1	0.11	10
			Yes	0.01	0.11	0.14	1	0.004	2
25	20	173	No	0.52	0.97	0.50	2	0.26	24
			Yes	0.03	0.38	0.35	1	0.014	3
50	30	356	No	1.24	2.50	1.05	2	0.62	56
			Yes	0.09	1.14	0.84	1	0.043	8
75	30	559	No	1.94	4.11	1.33	2	0.97	105
			Yes	0.15	2.04	1.13	1	0.073	15
100	35	751	No	2.79	6.22	1.69	4	1.39	160
			Yes	0.24	3.33	1.51	1	0.12	24
125	41	956	No	3.77	8.67	2.00	5	1.89	240
			Yes	0.34	4.89	1.88	2	0.17	36
150	41	1172	No	4.60	10.80	2.11	5	2.30	328
			Yes	0.41	6.20	2.01	1	0.20	47
175	41	1364	No	5.56	13.33	2.23	6	2.78	429
			Yes	0.50	7.75	2.13	2	0.25	62
185	41	1448	No	5.90	14.28	2.25	5	2.95	474
			Yes	0.54	8.39	2.17	2	0.27	70
200	41	1457	No	6.40	15.64	2.28	6	3.2	534
			Yes	0.58	9.23	2.20	2	0.29	78

## Refinement schemes

**S<sup>0</sup>** – Standard DP with proposed dominance scheme.

**S<sup>1</sup>** – Start with relaxing all resource consumption and refine relaxation over a large number of resources and arcs.

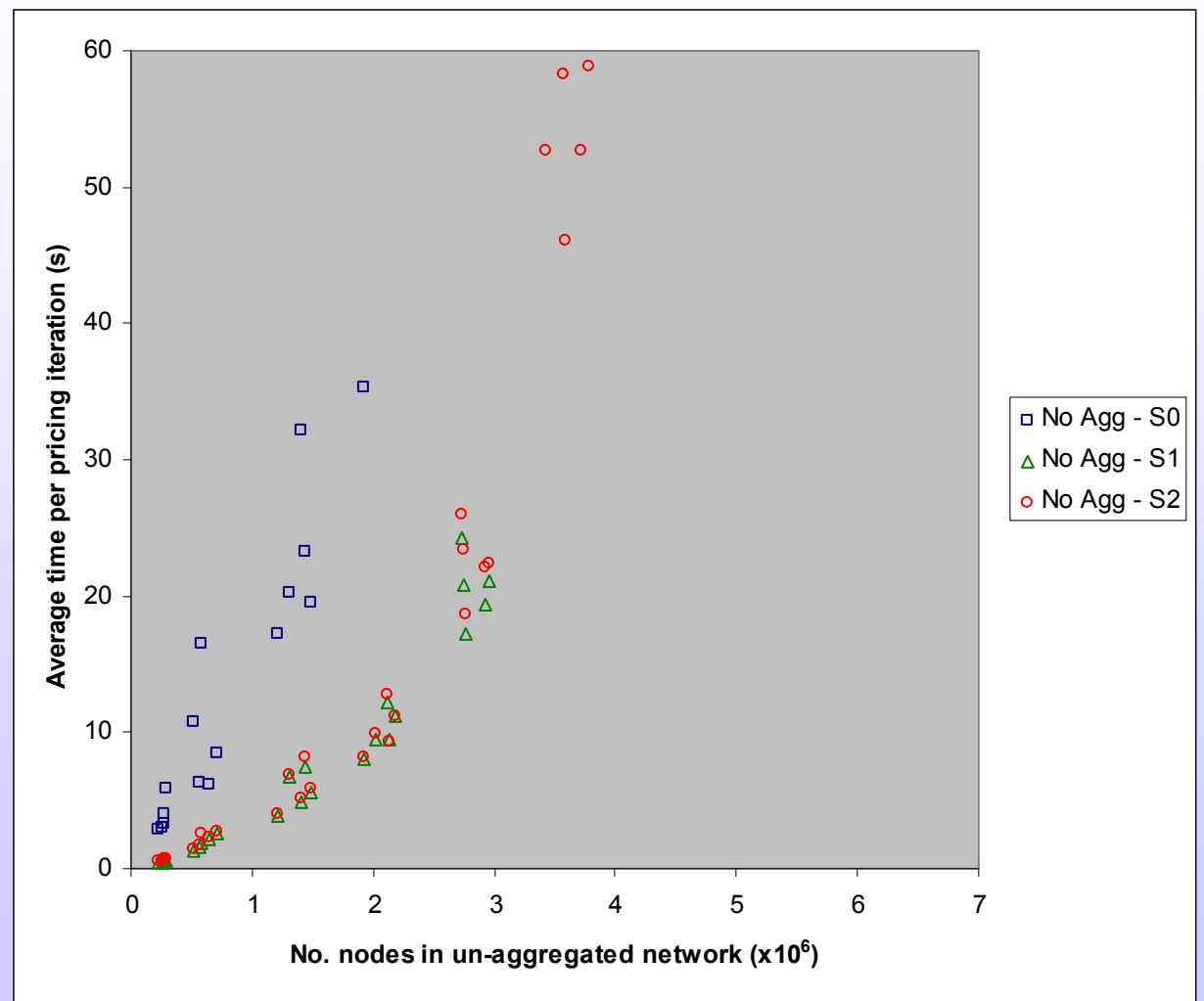
**S<sup>2</sup>** – Start as in **S<sup>1</sup>** and then switch to a more conservative strategy by only tracking resources and arcs that are part of infeasible paths that are used to compute bounds for pruning.



## Refinement schemes

- S<sup>0</sup>** – Standard DP with proposed dominance scheme.
- S<sup>1</sup>** – Start with relaxing all resource consumption and refine relaxation over a large number of resources and arcs.
- S<sup>2</sup>** – Start as in **S<sup>1</sup>** and then switch to a more conservative strategy by only tracking resources and arcs that are part of infeasible paths that are used to compute bounds for pruning.

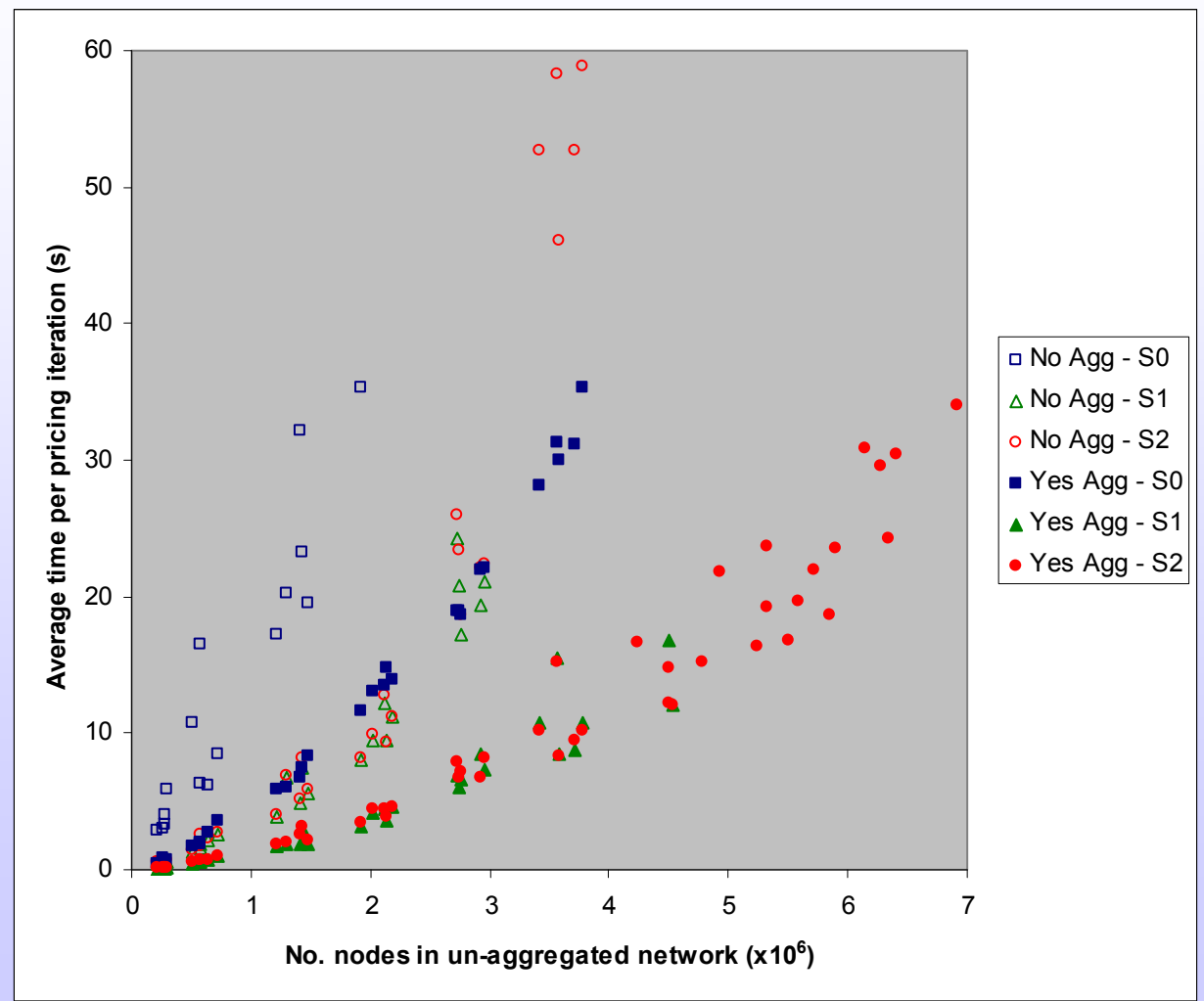
## Impact on speed



## Refinement schemes

- S<sup>0</sup>** – Standard DP with proposed dominance scheme.
- S<sup>1</sup>** – Start with relaxing all resource consumption and refine relaxation over a large number of resources and arcs.
- S<sup>2</sup>** – Start as in **S<sup>1</sup>** and then switch to a more conservative strategy by only tracking resources and arcs that are part of infeasible paths that are used to compute bounds for pruning.

## Impact on speed



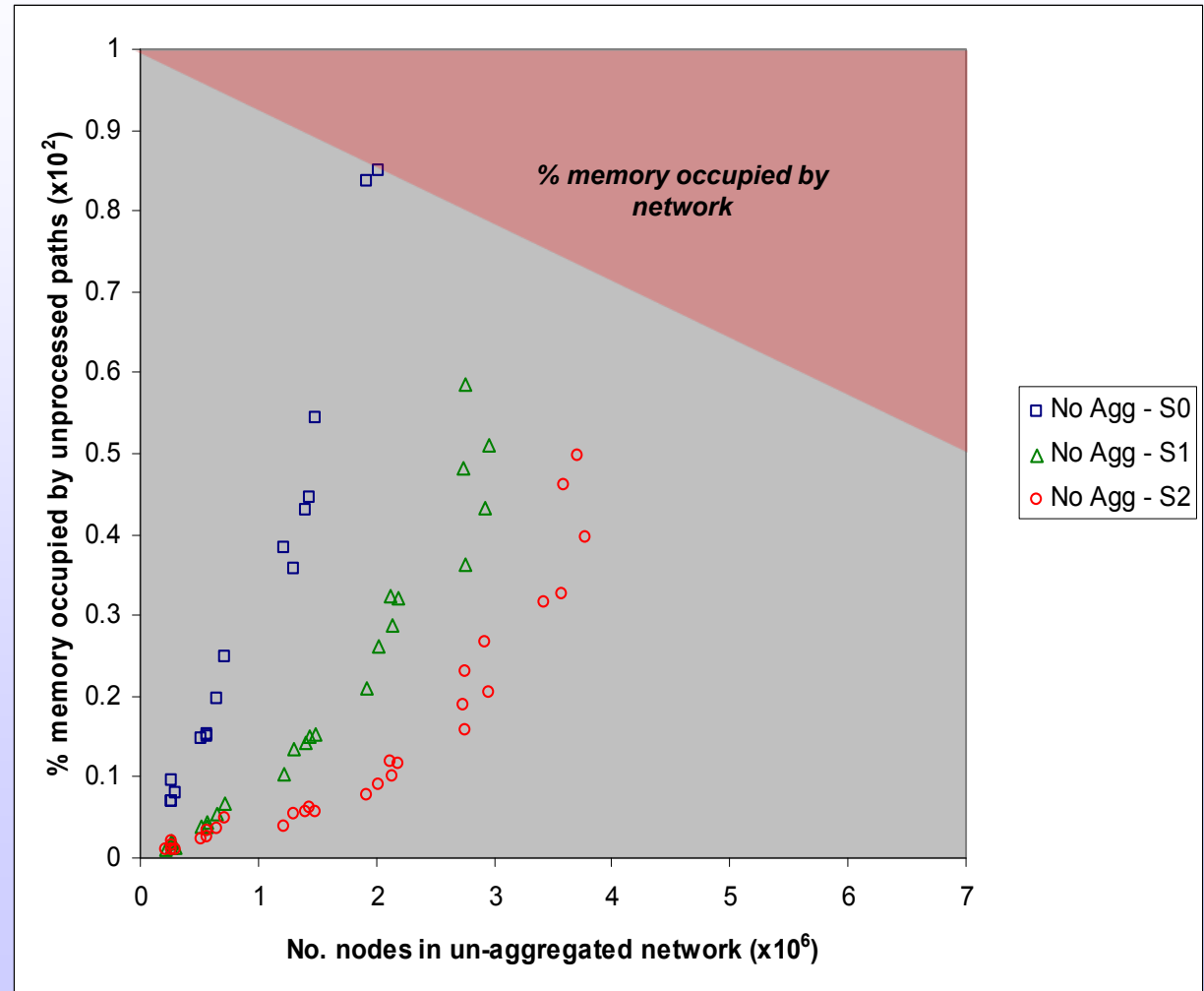
## Refinement schemes

**S<sup>0</sup>** – Standard DP with proposed dominance scheme.

**S<sup>1</sup>** – Start with relaxing all resource consumption and refine relaxation over a large number of resources and arcs.

**S<sup>2</sup>** – Start as in **S<sup>1</sup>** and then switch to a more conservative strategy by only tracking resources and arcs that are part of infeasible paths that are used to compute bounds for pruning.

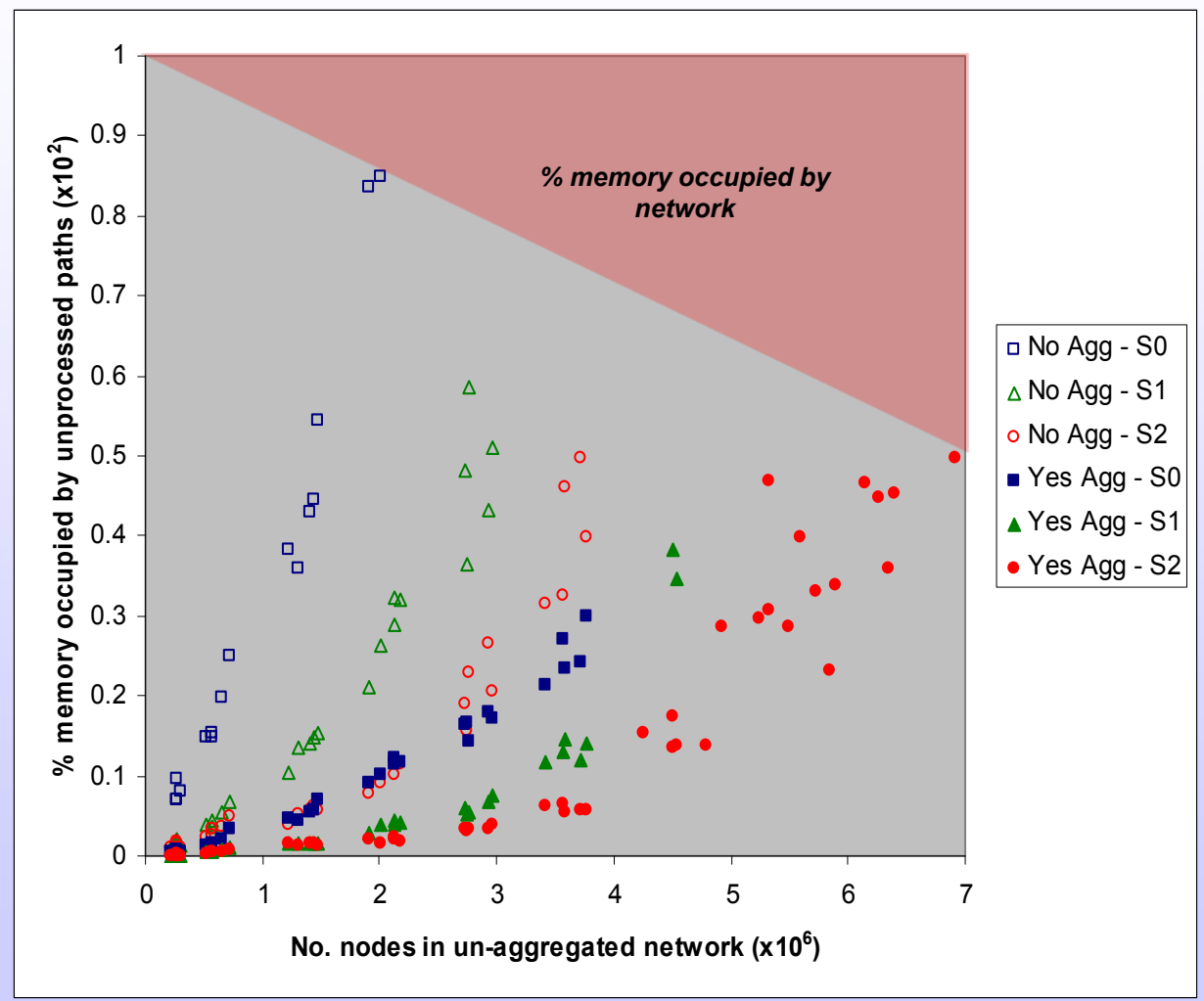
## Impact on memory requirement



## Refinement schemes

- S<sup>0</sup>** – Standard DP with proposed dominance scheme.
- S<sup>1</sup>** – Start with relaxing all resource consumption and refine relaxation over a large number of resources and arcs.
- S<sup>2</sup>** – Start as in **S<sup>1</sup>** and then switch to a more conservative strategy by only tracking resources and arcs that are part of infeasible paths that are used to compute bounds for pruning.

## Impact on memory requirement



# Summary of Results

## Refinement schemes

**S<sup>0</sup>** – Standard DP with proposed dominance scheme.

**S<sup>1</sup>** – Start with relaxing all resource consumption and refine relaxation over a large number of resources and arcs.

**S<sup>2</sup>** – Start as in **S<sup>1</sup>** and then switch to a more conservative strategy by only tracking resources and arcs that are part of infeasible paths that are used to compute bounds for pruning.

No. Jets	No. Ports	No. Requests	No Agg			Yes Agg		
			Scheme:			Scheme:		
			S <sup>0</sup>	S <sup>1</sup>	S <sup>2</sup>	S <sup>0</sup>	S <sup>1</sup>	S <sup>2</sup>
10	15	[60,80]	5	5	5	5	5	5
			3.06	0.52	0.63	0.66	0.08	0.13
			0.00	2.25	3.95	0.00	2.12	3.58
25	20	[173,199]	0.89	0.18	0.16	0.07	0.02	0.01
			5	5	5	5	5	5
			7.75	1.97	2.21	2.45	0.67	0.77
50	30	[350,369]	0.00	2.55	4.05	0.00	2.33	3.86
			2.15	0.58	0.41	0.23	0.07	0.06
			5	5	5	5	5	5
75	30	[543,585]	19.42	5.71	5.94	6.89	2.11	2.35
			0.00	2.78	5.09	0.00	2.48	4.74
			5.19	1.64	0.65	0.65	0.19	0.17
100	35	[746,779]	2	5	5	5	5	5
			33.83	10.04	10.21	13.84	3.42	3.54
			0.00	2.88	5.23	0.00	2.75	4.97
125	41	[934,966]	10.11	3.38	1.21	1.32	0.46	0.23
			0	5	5	5	5	5
			-	20.78	22.68	20.15	7.29	7.36
150	41	[1135,1182]	-	2.87	5.52	0.00	2.51	5.23
			-	5.70	2.52	1.98	0.74	0.42
			0	0	5	5	5	5
175	41	[1312,1382]	-	-	53.87	31.19	10.86	10.74
			-	-	6.12	0.00	2.57	5.52
			-	-	4.79	3.03	1.57	0.72
185	41	[1385,1487]	0	0	0	0	2	5
			-	-	-	-	14.26	14.13
			-	-	-	-	2.68	5.64
200	41	[1516,1613]	-	-	-	-	4.37	1.78
			0	0	0	0	0	5
			-	-	-	-	-	18.56
200	41	[1516,1613]	-	-	-	-	-	5.97
			-	-	-	-	-	3.38
			0	0	0	0	0	5
200	41	[1516,1613]	-	-	-	-	-	22.75
			-	-	-	-	-	6.31
			-	-	-	-	-	4.55
200	41	[1516,1613]	0	0	0	0	0	4
			-	-	-	-	-	31.26
			-	-	-	-	-	6.97
			-	-	-	-	-	5.60

No. of solved instances

Average time (s) per pricing iteration.

Average no. of refinements per pricing iteration.

Max no. of stored paths (x10<sup>6</sup>)

# Questions?